**Given the following method headings:**

void banana()  
void apple(int gala, float fuji)  
boolean pear(double bosc, char bartlett)  
char grape(String pinot, int baga)  
int orange(float valencia)

1. How many action methods are there? \_\_\_\_\_\_\_\_
2. How many information methods are there? \_\_\_\_\_\_\_\_
3. How many parameters are there total? \_\_\_\_\_\_\_\_
4. Give an example of how you would call each method in a program:  
   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. If you could look at the body of these methods which ones would have the word ‘return’ in them?  
   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Given the following piece of code:**

int num1 = 90; int num2 = 80; float f = 70.0;  
num1++; num2--;  
float avg = num1 + num2 + f/3;  
int bigger = max(70,55);  
println(realAvg(num1,num2,f));  
displayGrades(97,’A’);

1. What is the value of avg when the code is complete? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. How many parameters are there total? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. Write the method heading for the max() method: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. Write the method heading for the realAvg() method: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. Write the method heading for the displayGrades() method: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**On the back write a method that :**

1. Will draw a green four-leaf clover by placing four circles around a given location. One circle will be 50 pixels above the location, one 50 pixels below, one 50 pixels to the left, and one 50 pixels to the right
2. Will round a decimal number to the correct whole number (hint: look at your math homework)
3. Will return the character average of two characters sent to it ( E.g. the character average of ‘A’ and ‘E’ is ‘C’ because ‘C’ is halfway between ‘A’ and ‘E’
4. Will draw a circle square at a given location with a given size . 